

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

Lost Realm of CARDOLAN™



Playable with



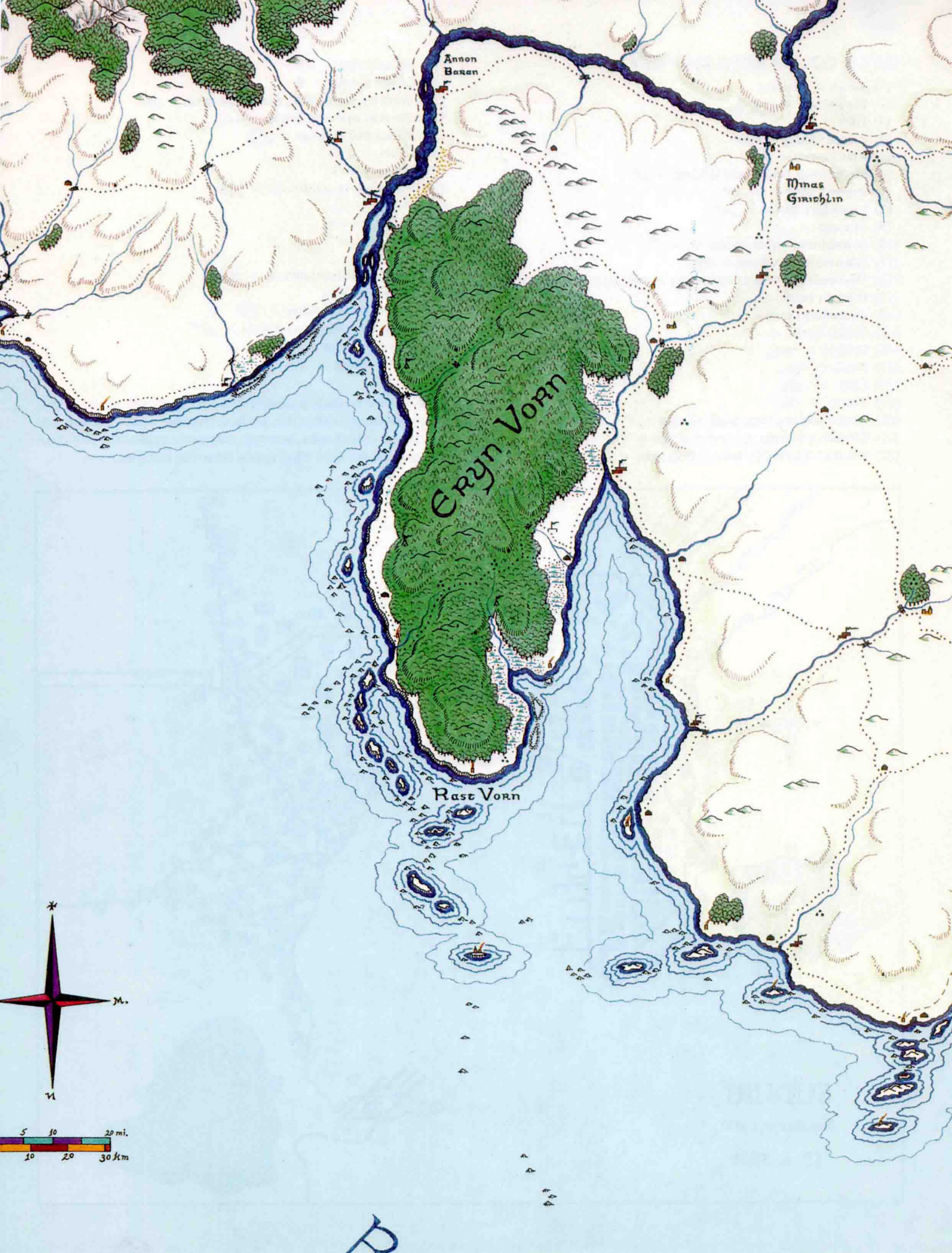
Rolemaster



The Kingdom of Cardolan encompasses all of the lands between the Rivers Brandywine, Greyflood, and Hoarwell. For a time, Cardolan stood at the forefront of resistance to the forces of the Witch-king, mounting campaigns against his Orcs, Trolls, and Easterlings. Those were the days of the Royal Army. Now only mercenaries and adventurers remain to block the advance of Darkness. The conflict rages on, but it is a war of pillaging, burning crops, and inconclusive sieges; war with little honor and no glory.

EXPLORE:

- THARBAD, greatest surviving work of the Númenóreans
- LOND DAER ENEDH, Aldarion's ancient seaport
- BARAD GIRITHLIN, mighty tower of the Great Houses of Cardolan





Minhiriath

Caeo Dunga

Balost

Gwathló

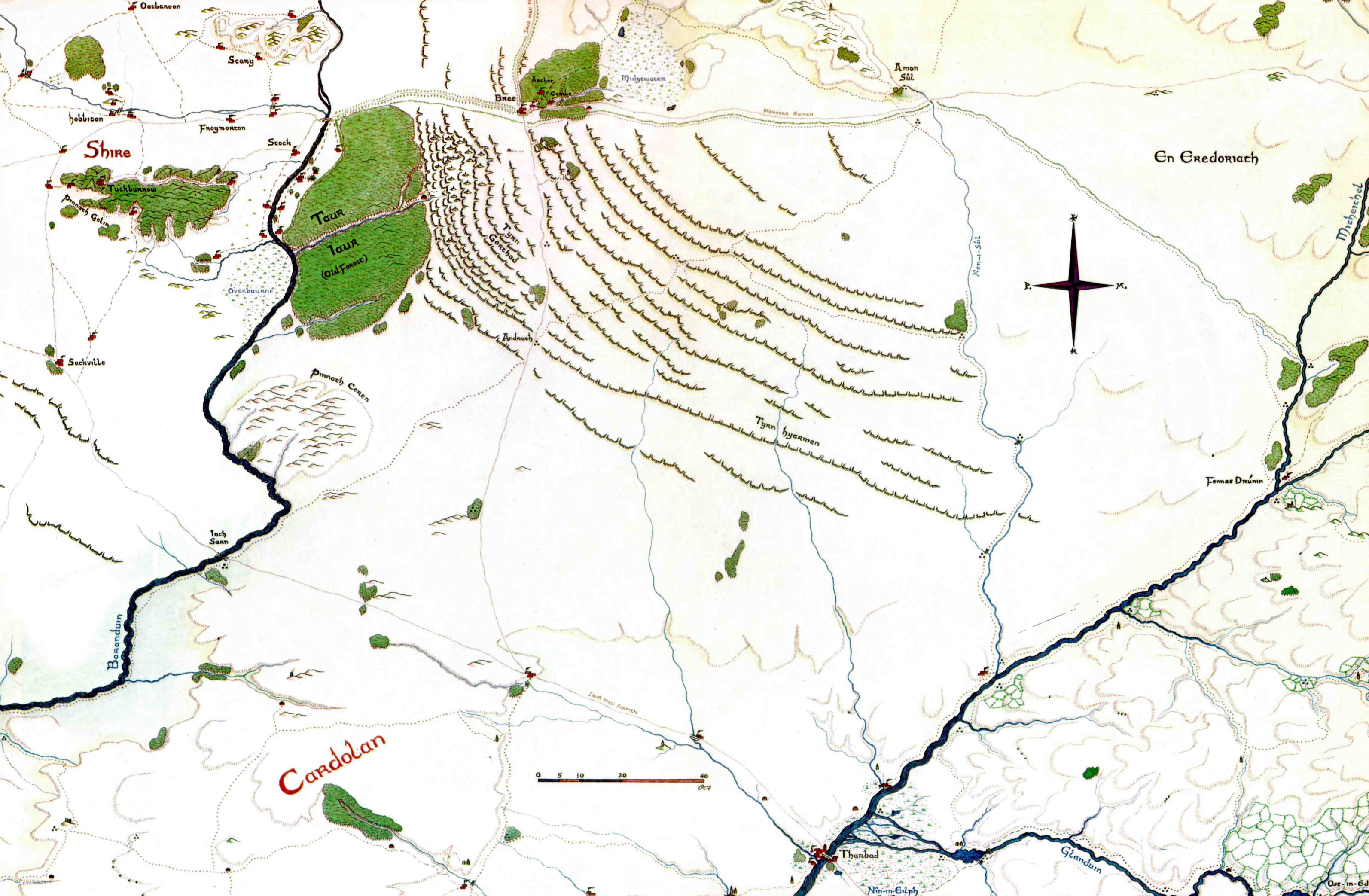
Sudúr

Lond Daen

Rast Arnor

Enedhwa

Angren





Shire

Candolan

Taur
Taur
(Old Forest)

Baranduin

Pinnach Ceren

Iach
Sann

Overbourne

Stock

Frogmorton

hobbiton

Bree

Midgewater

Ancher

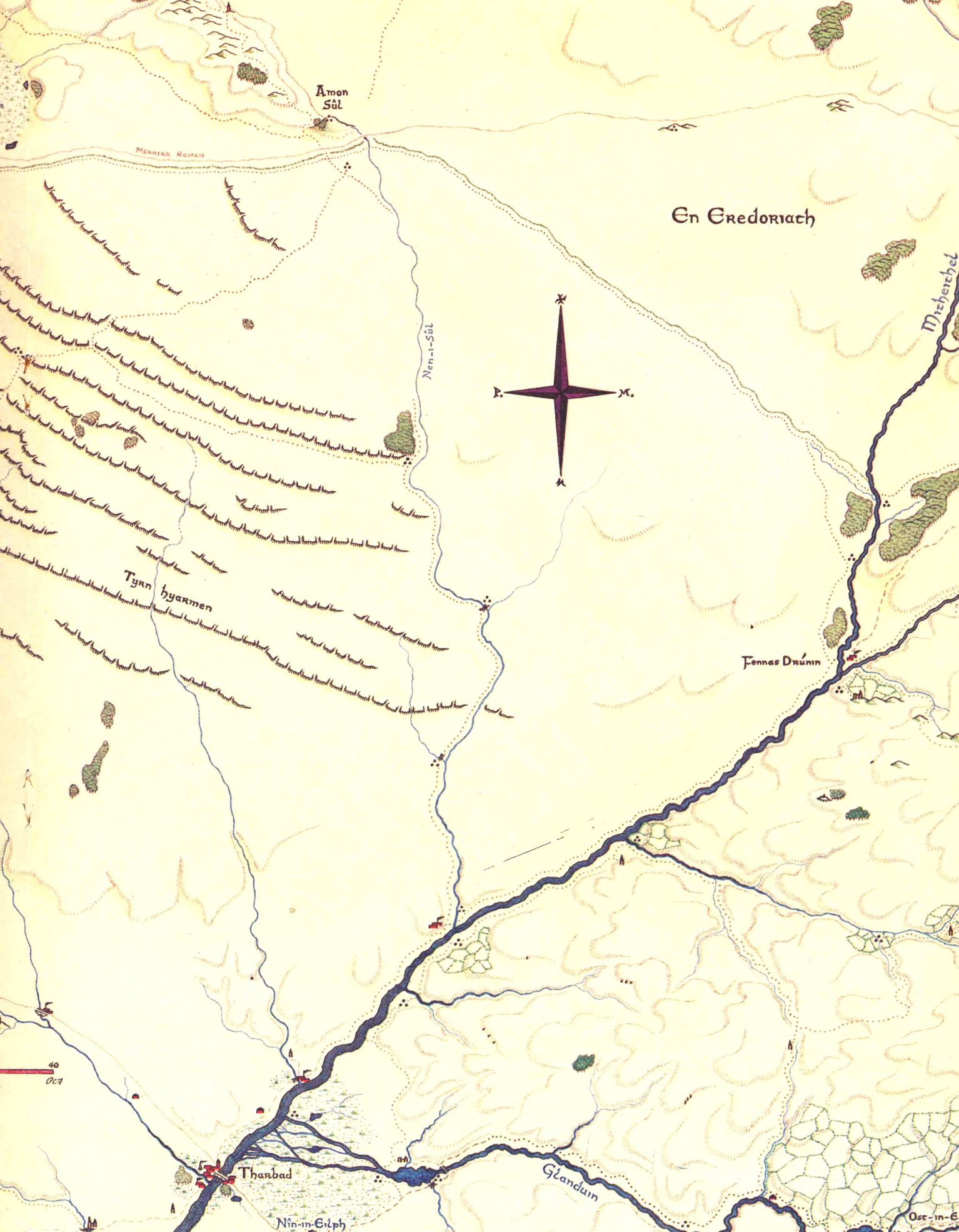
Combe

Scary

Oarbanon

0 5 10 20

TAUR MEN FORMEN



Amon
Sûl

MENATAR ROMEN

En Eredoriath

Nen-i-Sûl

Tyrr
hyarmen

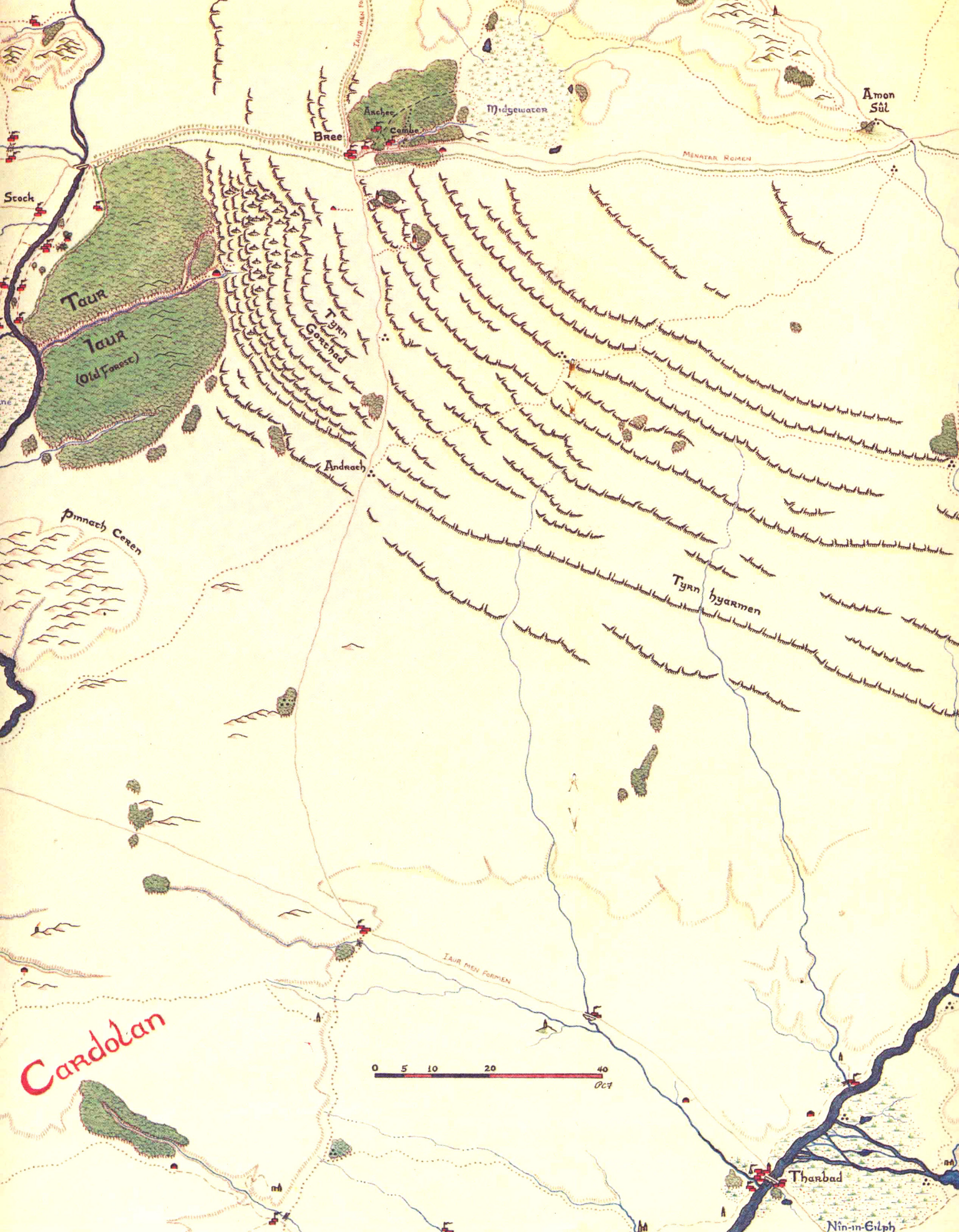
Fennas Draúnn

Thanbad

Nin-in-Eilph

Glanduin

Oss-in-E



Cardolan

0 5 10 20 40
Oca



Eriadorans

THE WARLORD'S REALM

Eriadorans

DOL
CALANTIR

Minhiriath

Baloss

Dunlendings

Sudán

Eriadorans

SARALAINN

Dunlendings

Beffraen

Woses

Land
Deen

Rost Annor

Dunlendings

Gwathló

Angren



Eriadorans

Rivermen

GIRITHLIN

Minas
Gmichlin

Elves

Befraen

Woses

Eryn Vonn

Befraen

Eriadorans







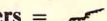

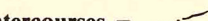






Eriadorans



















Rast Vonn



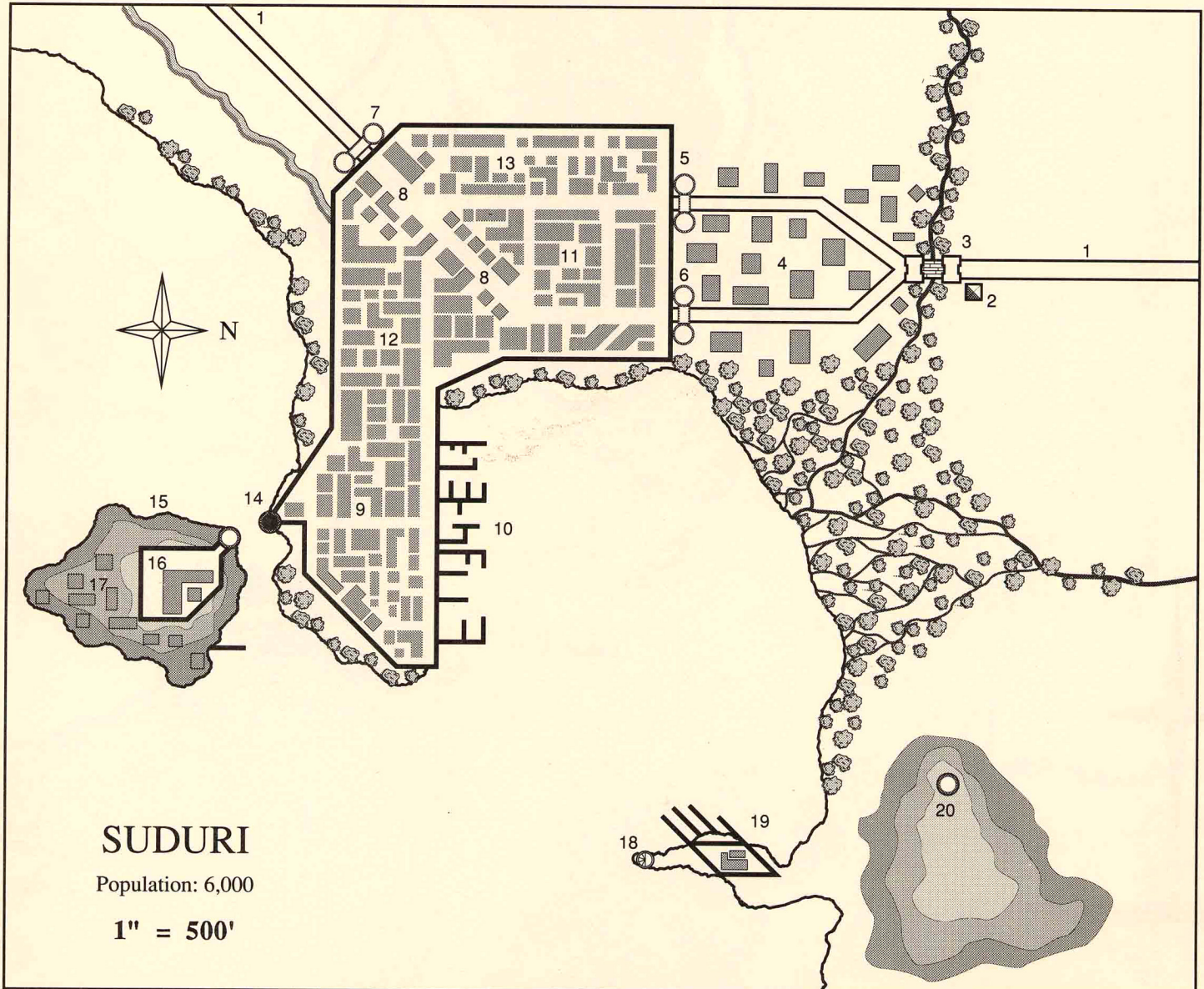


BASIC COLOR AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary Rivers = 
- (8) Secondary Rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glaciers and iceflows = 
- (12) Mountain snowfields and snowy regions have no coloring.
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities =
- (19) Towns =
- (20) Manor houses, inns, small villages =
- (21) Citadels and huge castle complexes =
- (22) Small castles/holds/towers/keeps etc. =

- (23) Monasteries = 
- (24) Observatories = 
- (25) Barrows, cairnfields, and burial caves = 
- (26) Caverns and cave entries = 
- (27) Buttes and plateaus = 
- (28) Lakes = 
- (29) Dunes = 
- (30) Extremely rough terrain = 
- (31) Deserts = 
- (32) Shoals = 
- (33) Reefs = 
- (34) Ruins = 
- (35) Swamps and marshlands = 
- (36) Jungle = 
- (37) Dry or periodic lakes = 
- (38) Steep ridge faces and downs = 
- (39) Marsh Villages = 
- (40) Watchtowers = 

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.





Caras Gwanoth ("Shanty Town")

Annon Forn (North Gate)

Annon Roch (Horse Gate)

Annon Lindamel (Sweet-singer Gate)

Rammass Nin

Annon Gwathlo (Greyflood Gate)

North Bank

Docks

Sir Gwathlo

Mercha

GUILDHALLS (RYND CURHYCH)

- G1. Scholars (Tengwardain)
- G2. Metalworkers (Tincociri)
- G3. Lampmakers (Celerdain)
- G4. Glassblowers (Helebain)
- G5. Shipwrights (Cirdain)
- G6. Brewers (Iulbain)
- G7. Sweet Singers (Lindamel)
- G8. Jewelers (Mirbain)
- G9. Love Maidens (Milwin)
- G10. Gravediggers (Tyrnedain)
- G11. Butchers (Crist Agarwaen)
- G12. Masons (Ondribain)
- G13. Guibes (Yrybedain)
- G14. Fishermen (Pisgebain)

TRANSLATION KEY

- Aelin = Pool
- ANNON = Gate
- AUGON = Square
- Bar = Dwelling
- Cherant = Canal
- Iant = Bridge
- Man = Place
- Men = Way
- NEN = Water (pl. Nin)
- Pheig = Place
- Rammass = Great Wall
- Rath = Street
- RYND = Halls (s. ROND)
- Thraden = CROSSING
- Tien = Alley

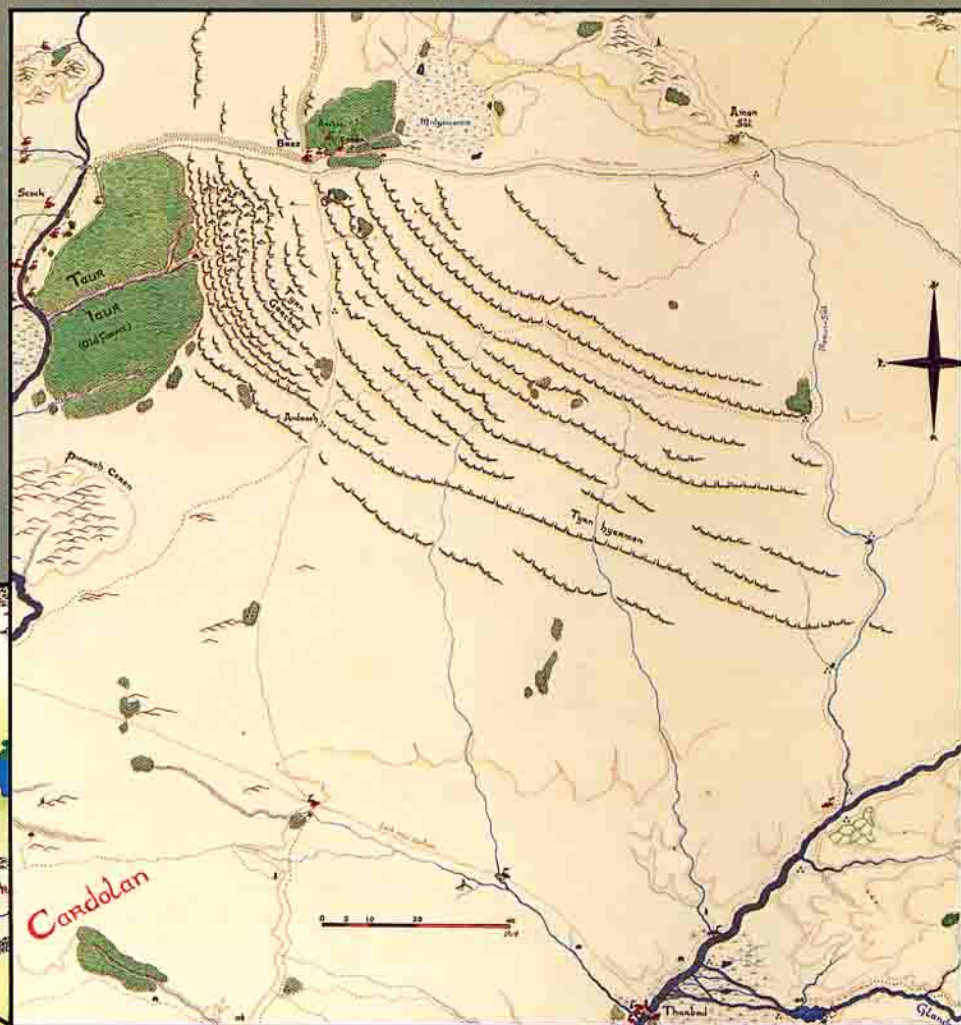
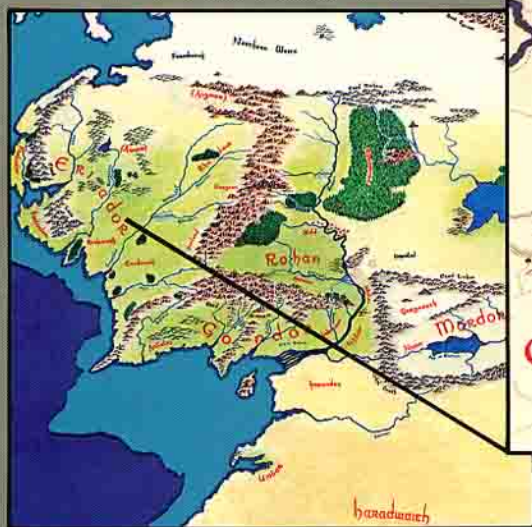




Lost Realm of Cardolan

A Campaign Module suitable for use with MIDDLE-EARTH ROLE PLAYING™ (MERP), ROLEMASTER™, FANTASY HERO™, and most other major Fantasy Role Playing Games.

Life is hard and unforgiving for the peoples of Cardolan. For those with ambition and a strong arm it is a time of opportunity. The Princes of Cardolan are always at war, and few mercenary bands ask for references. Sell-swords, noted for low pay and a high mortality rate, fuel the constant strife. For those with a higher purpose in mind, there is always the threat of the Witch-king and his agents. The mightiest of these is the noxious Warlord whose demise few would lament.



LOST REALM OF CARDOLAN includes:

- **6 FULL-COLOR PAGES:** 4 pages of Cardolan regional maps plus a 2 face city map of Tharbad
- **MAJOR LAYOUTS:** complete maps of Lond Daer Enedh during different periods, as well as the towns of Sudûri and Metraith, the fortresses of Argond and Barad Girithlin, and the palace of Thalion
- **THE INHABITANTS:** the Dûnedain, Eriadorans, the Clansmen of Saralann, the Beffraen, and the Northmen and Hobbits

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